

HOW TO DRAW

An Amazing Step By Step Drawing
Guide for Absolute Beginners



Gary Phillips

HOW TO DRAW

AN AMAZING STEP BY STEP DRAWING

GUIDE FOR ABSOLUTE BEGINNERS

By Gary Phillips

Published by Amazing Publisher at Smashwords

Copyright 2016 Gary Phillips

Copyright Notice

© Copyright 2016 by Amazing Publisher- All rights reserved.

This document is geared towards providing exact and reliable information in regards to the topic and issue covered. The publication is sold with the idea that the publisher is not required to render accounting, officially permitted, or otherwise, qualified services. If advice is necessary, legal or professional, a practiced individual in the profession should be ordered.

- From a Declaration of Principles which was accepted and approved equally by a Committee of the American Bar Association and a Committee of Publishers and Associations.

In no way is it legal to reproduce, duplicate, or transmit any part of this document in either electronic means or in printed format. Recording of this publication is strictly prohibited and any storage of this document is not allowed unless with written permission from the publisher. All rights reserved.

The information provided here in is stated to be truthful and consistent, in that any liability, in terms of inattention or otherwise, by any usage or abuse of any policies, processes, or directions contained within is the solitary and utter responsibility of the recipient reader. Under no circumstances will any legal responsibility or blame be held against the publisher for any reparation, damages, or monetary loss due to the information herein, either directly or indirectly.

Respective authors own all copyrights not held by the publisher.

The information herein is offered for informational purposes solely, and is universal as so. The presentation of the information is without contract or any type of guarantee assurance.

The trademarks that are used are without any consent, and the publication of the trademark is without permission or backing by the trademark owner. All trademarks and brands within this book are for clarifying purposes only and are the owned by the owners themselves, not affiliated with this document.

Disclaimer

While all attempts have been made to verify the information provided in this book, the author does not assume any responsibility for errors, omissions, or contrary interpretations of the subject matter contained within. **The information provided in this book is for educational and entertainment purposes only. The reader is responsible for his or her own actions and the author does not accept any responsibilities for any liabilities or damages, real or perceived, resulting from the use of this information.**

Table of Contents

Introduction

Chapter 1 - Drawing People

Chapter 2 - Drawing Animals

Chapter 3 - Drawing Landscapes

Chapter 4 - Drawing Miscellaneous

Chapter 5 - Advanced Drawing Tips

Conclusion

Introduction

At some point in all of our lives, we've probably dreamed of becoming an artist, and a famous one at that. This is a common childhood vision that eventually dies out as we grow older and more "practical." But is art impractical?

As children, art is a way of expressing the fountains of imagination bubbling within us. We don't have any fear of being judged, and so we draw what we want whenever we want to. Our favorite tool of the trade, so to speak, is a crayon, and our messy lines and squiggles translate into masterpieces in our parents' eyes. Then, as we grow up, art becomes a waste of time. We say that we're awful at art, that we can't draw anything other than a stick figure. We don't want to embarrass ourselves in front of other people, so we put away the crayon and pick up skills we feel will benefit us more in life. But, again, is art impractical? Is it useless?

Without art, our world would not be the same. Art is creativity. It is freedom of expression. It is beauty, and it is emotion. It speaks to people, and doesn't touch a single person the same way. Perhaps you feel that, even though you now want to pick up art, you'll never become a da Vinci or Monet or Dali. That's perfectly alright. Even if you never get to that point, the focus of art is not to become great. It is to let yourself go. It is a way to channel all of your anger and sadness and pent-up imagination and set it loose on a piece of paper.

What excuses do you have for not trying art? Not enough time? It won't take long; following one of the step-by-steps in this book takes mere minutes. Whenever you have a bit of spare time, try doodling on a scrap piece of paper or even a napkin, using the instructions in the following chapters as guides and starting points. Not enough energy? Drawing can actually increase your energy, making you focus on the movements of your pencil and keeping you from dozing off. Not enough skill? Skill doesn't matter in art so much as the act of trying. Everyone has to start at the beginning, and now is as good of a time to start as ever! It's never too late, and practice makes perfect. This may

seem like a cliché, overused phrase, but in the world of art, it's a truth. A simple fact that leads to tremendous improvement when followed.

I personally started drawing many years ago, just for fun. I still am not even close to becoming an amazing artist, but art makes me happy. It inspires me and motivates me every day. Drawing has made me more confident and sociable. It's a good starting point for conversations and makes for a fantastic hobby, and sure sounds a lot better than telling your friends you spend your free time surfing the web! When I tell people I like to draw, the immediate reaction is awe and respect. Art seems hard; it is hard. But don't give up before you've even begun.

Like everything else in life, it doesn't come immediately. You have to work for it, and the results are worth it. A friend of mine just started art lessons a couple of weeks back. Her first lesson, the teacher got her to draw a bowl of bananas. She took one look at the bowl, one look at the canvas, and burst into tears. How could she do it? How could she just sit down and draw still life? After she calmed down, the teacher taught her a few tricks about shadows, depth, and shading, and she gritted her teeth and drew the bowl. She showed me her masterpiece the other day, hanging on her living room wall. It was wobbly and uncolored, and one could hardly tell she had attempted to shade, but it was beautiful because of the effort she had put into it.

She had produced it, and so she was infinitely proud of it, and still is and will be. She's improved a lot since then (I think she's on drawing horses these days), and it's all thanks to the fact that she began. In her words, "art is fantastic because you have a finished product to look at. It makes you feel like you've really, truly accomplished something. Plus it makes for a decent, inexpensive house decoration." I agree with her. And an added bonus is that you'll feel better and start thinking of things in a different, more open perspective. But don't worry, you don't need to take professional, expensive art lessons like my friend did to gain the benefits of drawing. By using online sources such as this one, you can learn to draw in an inexpensive, efficient, and easy-to-understand manner.

In the words of Pablo Picasso, "Everything you can imagine is real." With art, you can never truly lose that childish imagination. Instead you make what you

envision in your mind a reality through mere lines on a paper. If you think about it, art is truly amazing in its ability to translate expression that seems inexpressible into a representation on canvas. It doesn't have to be realistic. After all, you're probably familiar with Picasso's abstract artworks of seemingly random rectangles and circles drawn in a chaotic collection. What's most important of all is what it meant to him, and now in this case what it means to you. You might not know that he also drew paintings that weren't abstract as well. Art doesn't restrict you to staying in mere, confined boxes of expectations.

The loose confines of art makes it freeing, so that it serves as an escape in more ways than one. Drawing art can make you feel powerful and confident in yourself. It will help you discover who you are, and can thus provide therapeutic effects. What's great about art is that anyone can do it. Everyone from children to the elderly, all art really requires is picking up a pencil and finding some paper. Most importantly of all, never forget to have fun and imagine. Drawing should be something fun! Even if it can be frustrating at times, don't give up and throw in the towel merely because of a small setback. Go confidently in the direction of your dreams, and your efforts will pay off in the end in the form of memories and happiness.

Go ahead, give it a try. Even drawing the simplest things can help relieve stress and make a bad day better. Don't be afraid of making mistakes, because there are no mistakes in art. In this book, you'll learn how to draw people (their faces, their anatomy in full body, and poses), animals (lions), landscapes (flowers, stars), and miscellaneous objects (such as a vase and house). You'll also receive many tips on perspective, depth, lighting, and drawing in general. Using step-by-step instruction and simple wording, you'll find drawing isn't nearly as hard as you expected it to be. With this guide, you'll be able to draw the basics as well as develop the knowledge to move on to more complicated things, such as coloring and shading as well as different mediums.

Who knows how art will change your life? No matter how it does change your outlook, be assured that, no matter what, this change will be positive. Have fun, and let your creativity flow!

Chapter 1 - Drawing People

Drawing people is often thought to be a difficult and complicated process for beginners. After all, the human body has so many details that it's tempting to just skate by with an easy stick figure.

But, drawing a semi-realistic person is entirely based upon knowing a few crucial details on proportions and other aspects, that once broken down into a simple step-by-step process, becomes infinitely more accessible to the average casual. While they might not turn out to be the next Mona Lisa, taking the first steps to drawing a realistic human can lead to many more sub-categories, such as caricatures or portraits.

Drawing shouldn't be something to be scared of due to a lack of knowledge or experience. As long as you practice drawing as often as possible, steps that may seem uncomfortable at first will soon become habit and easy muscle memory. Some of the best artists learned by copying the drawings of their predecessors, and contrary to popular belief, copying the works of others can be extremely helpful. By using other drawings as guidelines, it forces you to notice the similarities and differences between styles, in order to begin the development of your own personal style, especially in regards to a subject matter as diverse and varied as people.

BASIC FACE

Everything begins with the basic shape that the body will be based upon, the face. Having a strong base to later modify by adding details is incredibly important to the entire body as a whole.

Step 1 - Draw an oval, with the top tapering down to a smaller bottom.

Step 2 - Draw a line vertically down the center of the face, and another horizontally across the face. This will create a reference for the symmetry of the eye, nose, and mouth placement later on.

Step 3 - Draw a line halfway between the horizontal line and the chin. Draw the nose just above this new line. An easy way to draw the nose is to envision it as parenthesis, m, parenthesis.

Step 4 - Draw another line halfway between the new nose line and the chin for the mouth. Draw a flattened 'm' on this line, a slight curve below the line, and then a steeper, curved 'm' above the line to form the lips.

Step 5 - Draw an eye in the shape of a football above the center horizontal line. Draw two other eyes, one to the right and one to the left, next to the center eye. This creates an eyeball-sized distance between the two eyes.

Step 6 - Erase the center eye. Draw circles for the irises (irises are always circles! Keep in mind that although parts of the iris may not be visible at times, the iris itself remains a circle). Draw a filled-in circle within the circle of the iris for the pupil.

Step 7 - Draw eyebrows the same length as the eyes. The distance between the eye and eyebrows should be the same as the distance between the lips and nose (it's okay to eyeball this, excuse the pun).

Step 8 - Draw ears, going from the eyes to the line drawn for the nose. Add details (curves and creases for the eyelid, nose, ear, etc) in order to create depth and more realism.

Step 9 - Add hair in accordance to any hairstyle you choose, keeping in mind

to make the hair full and go above or outside the face shape (after all, we have skulls and brains!).

Step 10 - Finally, erase all of the lines and overlapping parts of the face. Congratulations on creating a semi-realistic face!

FULL BODY

Now that you have learned how to draw a face, you're ready to learn to draw the rest of the body below. The main concept to keep in mind when drawing a full human body is that proportions matter. We know what humans look like, and anatomy and relativity in sizes is what creates the realism of a drawing.

Male Body

On average, the height will be approximately 7.5 heads for the proportions. The groin should line up around the wrist and hand area, and the body is overall comprised of straighter lines in comparison to the curvier lines of the female body. The distance between the shoulders should be around three heads wide.

Female Body

The height will also be 7.5 heads for proportions, and have the same distances as the male. The main differences are that the body becomes curvier through the wider hips and round shoulders. This can be achieved through making softer lines and having pronounced curves to create a more realistic effect.

POSES

Explore new angles beyond the conventional erect, frontal pose in order to gain experience with more candid drawings. After all, people rarely appear frozen in place. The essence of drawing is to capture a moment in time, such as the a head tilting, kissing, dancing, or looking down. Any action that someone makes can be translated into ink on a paper, and the possibilities thus become endless and each line unique.

When drawing, make sure to keep skull shape in mind, especially from the

side. People have brains, which take up a surprisingly large amount of space that you might not expect in the beginning. Pay attention to nose angle, a nose doesn't suddenly flatten and change shapes just because the body's position has changed in relation. Most importantly, remember to follow proportions as mentioned earlier in the "Full Body" section. As a tip, it helps to draw circles when drawing joints, so that they are given an accurately represented amount of space.

Chapter 2 - Drawing Animals

Moving on to animals, they are as, if not more, difficult to draw than humans, considering how much more diverse animals are in terms of shape and details. Proportions that apply to one animal doesn't always carry over to another (after all, a bird isn't anything like an elephant in terms of appearance). Whether or not you want to focus on a specific type of animal or work on general categories all at once, it takes a lot of practice to become familiar with how to draw animals realistically.

However, that doesn't mean that it's impossible to draw animals well. Children learn how to draw cats and dogs in elementary school, but what makes the difference between a cartoonish-looking cat versus one that looks as if it could get up and walk off a page? While the basic face shape remains the same, the details obviously are not. When comparing the two pictures of cats side by side, it's clear that something is different between the two. For example, while the left cat appears 2-D and cute, the right cat is able to convey expression and spirit through the extra lines added. By giving the cat a side pose, the right cat already appears more lifelike than the "Full Body" frontal-esque pose of the left cat. In addition, the whiskers have a subtle curve due to their weight, and the tail does not hang motionlessly upright and static. Drawing animals requires knowledge of the animal's anatomy, so that the bulges simulate the actual muscles. The paws should not be shapeless, and by adding a curviness to the lines, the paws appear to actually hold the cat's body up, giving a three dimensional feel to the overall picture. A few small details are added for the fur, and ultimately exemplify that even a small number of differences can change a drawing. It just takes a little bit more time and some observational skills.

LION

Step 1 - Draw two circles, the one to the left slightly larger than the one on the right. Connect the two circles with two lines spanning from top to top and then bottom to bottom.

Step 2 - Now draw a smaller circle to the left, with a rectangle cutting the circle in half lengthwise. Then draw an 'L' approximately a quarter distance away from the hind circle. After that, draw a curved line in the shape of an 'L' cutting through the intersection of the bottom connecting line and the circle that curves upwards and tapers towards the top of the hind circle.

Step 3 - To connect the head to the body, draw two connecting lines, one going from the middle to the bottom of the larger circle and one going from the top-right rectangle angle to the top of the middle circle. For the front leg, draw a broken rectangle shape coming from the first circle. The length should be approximately $\frac{3}{4}$ the size of the circle. For the hind legs, draw extending lines coming from the 'L' drawn in the previous step.

Step 4 - Draw two small straight lines for the eye and the mouth in the rectangle, making an almond shaped oval near the top-right corner of the rectangle for the ear. Continue to add on to the legs by adding half a rectangle next to the first front leg, and then rectangles coming from the extended lines drawn in the previous step. The paws are represented by almond-like ovals that correspond to the rectangles when you picture it in your mind (you can eyeball it). The tail looks like a stretched upside-down question mark beginning at the top of the last circle and curving down to the middle of the last leg's rectangle.

Step 5 - Add details to the drawing, mimicking the beginnings of the fur mane with curved lines. You don't have to copy exactly what is shown in the example figure. On a side note, you'll find that drawing has a lot of room for interpretation, so as you begin to develop your own drawing style, you're able to take more liberties when following step-by-step instructions from a guide. Add the final almond-like paws to the hind legs, and connect the front legs with extending lines.

Step 6 - Use ink to trace over the final lines of the drawing, erasing the guideline circles drawn in the beginning. Use this opportunity to add more detail in the mane, chin, and tail to create a realistic effect. Notice the way that the tail is curved upwards in a flicking motion, the lines on the legs used to create the illusion of a shadow, and the wrinkles drawn onto the legs. Remember that things are rarely completely straight in nature, meaning that some of the lines are inked over in a more curved fashion, a prime example being the way the face is curved into the nose and the mouth.

Congratulations on drawing a realistic lion!

Details are what differentiates a merely adequate artist from one that is great, so observation is key when drawing. Practice by trying to see the curves and basic shapes within an animal. When it comes down to it, most can be broken down into a collection of circles and rectangles that make it easier to build upon to add details. While some may say that the guideline circles aren't necessary, I have found that they are a great help with creating the right proportions in a drawing.

Chapter 3 - Drawing Landscapes

It's easy to leave backgrounds blank. When we draw, we focus on the subject matter, be it a person, animal, or object, and forget about the environment. But the scenery is just as important and poignant as the subject, as it contributes to artwork, creating depth and breathing life onto an empty white page. Landscapes don't have to be intimidating; they may seem like they require a lot of effort and are tedious to do, they can be rather simple. All you need to do is use your imagination along with a few key details that'll be taught below, and you'll be able to easily fill in dead space in the future.

Above are different types of flowers. They all have simple lines for stems and are fundamentally similar, yet appear diverse. Just by mixing and matching the flowers above, you can create a scene overflowing with seemingly fancy details and creativity. Try switching up the types of petals and stems using different widths and lengths and shapes.

What's a landscape with only flowers? Of course, we also need grass. Grass, too, is simple. However, common mistakes made when drawing grass can lead to a flat, awkward result, such as the pictures shown below. Grass is not triangles so jagged they could belong to a crown or razor blade. It is also not as simple as lines.

Instead, when you draw grass, keep lines smooth and curved. The tips of strands of grass should taper down to points, with the base wider than the tip. Don't make grass straight up and down; make it angled, and make each piece's angle different to create depth and diversity.

Now that we've covered basic flowers and grass, we'll be moving on to the sky. In a daytime scene, clouds can set the mood for either a stormy afternoon or bright, lazy morning.

For example, the following clouds are puffy and full, and this effect is created by using full curves throughout the clouds. These curves are of varying degrees and lengths. Don't think too hard! Draw a curve and go from there; the key is not in perfection, but rather, in making each cloud different, so

don't be afraid of making a "mistake." Overlap clouds and make them different sizes.

For a stormy setting, make your clouds more drawn out. They should be thinner, with flatter curves. Make many overlapping clouds, and for rain, draw drops of varying sizes that go from thin to fat. It's better to make them smaller than too large, as having disproportionately large waterdrops will create a scene displeasing to the eye.

So far, you've learned how to draw simple flowers, grass, and clouds. Together, these details create a wonderful daytime landscape. But what about night? This next detail is a dead giveaway that your drawing takes place in a dark setting. In the darkest of nights, there's always light in the sky, coming in the form of stars.

There are many ways to draw stars. You can stick with the basic, a five-point star. The same rule that applies to raindrops applies here; don't make them too big, or it will look disproportionate to the sky and look out of place. Another type of easy star is a circle star. Vary the sizes of the circles, as well as that of the five-point stars when creating a starry night sky. A third type of star is the diamond-shaped star. This one has four point and are longer than they are wide. Again, vary the size. To create a spectacular sky, try mixing and matching all of these types of stars.

Now that you now how to do plants, grass, clouds, and stars, you can form your own complex landscape just by taking all of the details described above and placing them in any way you please. An example is shown below. As you can see, it uses what we've shown, mixing and matching it to make what appears to be complex.

Of course, if you're looking to do more realistic landscapes or feel ready to draw an intricate flower that will stand all on its own, then the following step-by-step rose guide will be perfect for you.

Rose

Step 1 - First, draw a circle to use as a guideline for the future pedals. Then draw a u-shaped curve in the middle, curling up at the edges.

Step 2 - In the middle of the u-shaped curve, draw the inside of the rose using a line that curves upwards into a swirl. After having created the swirl, add dimensional shape by extending lines in the swirl downwards.

Step 3 - Add another curved line parallel to the swirl going up, and then tapering into the top of the inner rose. Then, eyeball the continued position it would be in after the swirl and maintain the curvature.

Step 4 - Now, it's finally time to use the guideline circle you drew in step 1. Although eight petals are shown here, the precise number doesn't matter. Use your own artistic imagination to draw the petals overlapping however you would like. Keep in mind that different sizes add visual interest, so the petals should not appear exactly alike, like a machine. The outer edges of the petals should just touch the circle's borders.

Step 5 - Once you have drawn the petals, you can erase the outer circle you created for guidance. Add a curved stem that widens as it descends.

Step 6 - Add leaves branching off from the stem, drawing curved lines for the leaf veins (whether you want to draw them as practically one thick line or two lines widening and coming together again is up to you) and almond-shaped leaves tapering off at the tip.

Step 7 - Begin adding more detail when you start inking the final lines. The outer edges of the inner bud should curve out in scalloped edges, and the bottom of the bud isn't perfectly connected as one. Remember that perfect curves and lines don't always create the most beautiful drawing. The appearance of imperfections contributes to the realistic quality of art, because nature is not perfect.

Step 8 - When you start inking the petals of the rose, realize that the curved petals are also guidelines themselves to the finished product. The petals

should curve in and then outwards, almost like curly brackets.

Step 9 - Finally, for the leaves, add smaller veins branching off from the larger vein, like drawing a 'y' in the middle of the vein. Add ridges to the flower leaves based off of the guideline leaves drawn earlier. This contributes to the realism, since real rose leaves have jagged ridges.

Some advice for when you draw flowers or plants in general is that the leaves towards the bottom of the stem are larger than the ones closer to the top. Also, when aiming for more realistic flower leaves, make the edges perforated rather than completely smooth, though in a jiffy, smooth leaves will do. The same applies to petals -- rather than perfectly round, they taper a bit. When it comes to landscapes, keep depth in mind. Objects closer to the front of the scene will be larger, while ones in the back will be smaller. Objects should also be at different angles, rather than all at an exact 90 degree, upright position. While this may seem like obvious advice, it can be easy to forget, and forgetting this one small step will make all the difference in your art.

Chapter 4 - Drawing Miscellaneous

Aside from humans, animals, plants, and landscapes, there are many miscellaneous objects and such that you may find yourself wanting to draw or may simply come in handy at some point in the future. These include anything from vases to airplanes. In this chapter, you'll learn how to draw various items that may appear difficult or even deceptively simple. Realize that everyday objects that you might not think count as art have their value as well.

After all, drawing bowls of fruit is a widely famous practice for many great artists, and yet when looking at a humble collection of apples, grapes, and bananas, one wouldn't usually imagine a masterpiece.

By observing the things around you, you begin to see things in a different light, so that the true art and beauty of the world around us reveals itself. Art doesn't have to be the traditional painting hanging in a museum. Art is whatever you believe it is; there aren't any restrictions on what you can accomplish or make of it, so drawing is truly accessible to anyone universally. All it requires is a willingness to learn and the patience to simply observe. Truly, through "Miscellaneous," you are free to draw whatever subject you want.

Vase

Step 1 - Draw one large circle and then a small circle above it, leaving some distance between the two circles. *Step 1* - Don't worry too much about the exact sizes of the circles proportionately, since the vase will still look perfectly normal. The only difference it will make is the different circumferences of the vase, and whether you would it to be a fatter or thinner vase.

Step 2 - Draw two curved lines connecting the two circles. See the reference picture to note the length curling down from around the top of the top circle, inwards for the neck of the vase, and outwards once more to curve around the larger circle of the vase base.

Step 3 - Draw two circles that will appear to lie flat on the top and bottom of the vase. This will create the three-dimensional feel of the vase. Imagine it as a flattened oval or a saucer when drawing.

Step 4 - Erase the guidance circles and lines you drew, except the circle for the top rim of the vase. Ink the final lines and add in details such as the glare mark, scuff mark, and the actual rim created by drawing a curved line parallel to the bottom of the top flat circle.

Step 5 - For simple shading, use thin lines and follow the curves of the vase horizontally. For shading make lines that taper and become gradually shorter in order to create an illusion of a shadow.

AIRPLANE

Step 1 - Draw an upward curve that becomes less and less steep until it's nearly a straight line. Below this first curve, copy the angular curve as shown above.

Step 2 - Below the first curve, attach an angular curve parallel to the one previously added. End this new angular curve halfway across the drawing. Add a small line towards the end, as shown above.

Step 3 - Add a front window, as well as four back windows. For the front pilot's window, use a narrow curved shape. For the back passenger windows, use circles.

Step 4 - Add the wing for the far side of the plane. Draw a small triangle right behind the front pilot's window. In the gap left earlier between the angular curve and small line at the bottom of the drawing, draw an open half circle. The closer plane wing will go here.

Step 5 - Draw the closer, larger wing, making a triangular shape connecting from one end of the gap to the other. Add two overlapping circles behind the back passenger windows.

Step 6 - Add the tail. At the back of the plane, add a curve connected to the top line of the drawing, as well as a nearly straight line connected to the back circle (from the overlapping circles drawn in the step before). Now, add two triangular shapes mimicking those drawn for the wings, but smaller, with an almost complete circle in between.

HOUSE

Step 1 - Draw a rectangle. It doesn't have to be a perfect, geometrically accurate rectangle; it's your house, and it's up to you how wide, how angled, and how tall it is!

And don't worry, although this appears to be one of those basic houses you find in every children's book, we'll actually be adding another building as well as a garage in this easy twist on a timeless classic.

Step 2 - Add a roof on top of your marvelously customized rectangle. This roof should be in the shape of a trapezoid, rather than a triangle as portrayed in traditional steps to drawing basic houses. This is because in reality, roofs are more of a trapezoid than a triangle. Make the trapezoidal roof slightly wider than the rectangle base.

Step 3 - Add a square attached to one side of the rectangle. This will become the entryway, containing the front door of the house. This is merely one of the many variations you can add onto your dream house!

Step 4 - Add a roof the shape of a triangle over the attached, smaller square building. This could also be considered an awning; again, it is up to your taste and customization! Your house does not need to look like this -- it can be anything you imagine! Let your creativity flow.

Step 5 - Add a front door and garage. The front door should be a tall and thin rectangle in front of the smaller, attached square building. The garage should be a wide, squat rectangle in front of the larger rectangular portion of the house. Add window panels on the garage in any style and shape you wish.

Step 6 - Add windows to your house. They can be rectangles, as pictured, or circles, or hexagons, etc. The possibilities are endless. You can also have just one window, two as shown, or more!

Step 7 - Add a chimney! This is a rectangle, which, like the front door, is tall and narrow. Your chimney can go anywhere on the roof.

Step 8 - Add details. Details include a knob for the front door, paneling for the windows, a design for the garage, and bricks for the roof. You could also add a little garden around the house, and even people using all the examples you drew in the earlier sections, “People,” “Animals,” and “Landscapes!”

Chapter 5 - Advanced Drawing Tips

In conclusion, I will sum up the main ideas that you should keep in mind when learning how to draw. Remember to maintain the same perspective throughout a drawing. While it is a good idea to experiment around with different perspectives to add a level of spontaneity and visual interest, having multiple different perspectives on different planes in a piece can be jarring and completely unique in an unflattering and unpleasant way to the viewer.

It might be a good idea to explore the area around you to find a subject, such as a street corner or anything really, that you can use to practice perspective and such when drawing. Carrying a sketchbook around is a portable and cheap solution for this, as they come in many different sizes and weights, ranging from a heavy, hundred-page thick sketchbook to one that is light, containing around only a dozen pages.

Another aspect to keep in mind is to maintain your proportions. Unless you want to draw caricatures with bobble-heads, an important part of creating the realism in a drawing is to have the right proportions of the subject. If not, the viewer will be left either realizing the wrongness of the proportions or sensing that something inexplicable is off with the drawing. Proportions can be one of the hardest things to become good at in drawing, so the only thing to do really is to keep on practicing.

Animals and humans especially have complex bodies that must be broken down, so close observational skills are necessary. If you're really serious about pursuing figure art with animals or humans, consider looking at and learning from anatomy books that pinpoint the bulges from the different muscle arrangements of the subject you desire. The guidance circles and/or rectangles drawn will be invaluable in creating the space necessary for a certain body part, so don't overlook them despite their perceived simplistic appearance. If you find that the drawings still do not come out perfectly right, try experimenting by shrinking or reducing the size of the guidance circles. Things that appear more subtle in real life may be hidden by fur or skin, so that they're smaller than they are in actuality.

Also, although it may not seem like it, lighting should be considered as well when drawing. There should be a range of light values in your drawing, so it would be a good idea to make a value gradient with different shades of light and darkness to use as a reference in your drawing. This is where observation once again comes into play, since it's up to you to determine the light source and the exact array of light and dark coming from the light source. Don't be afraid to play around with values on the extreme side of darkness and light. You might even grow to like the effects created by darker shadows.

Line thickness should also be considered. Although most of the drawings shown for guidelines had the same thickness, it should be taken into account as you grow more advanced and comfortable with drawing. Thin and thick lines add a new aspect to a drawing so that it provides visual interest and variety once again. However, make sure that you maintain the same overall drawing style throughout. This will create a unified look to the drawing so that it doesn't appear like it was slapped together at the last minute. If you use a stiff collection of rigid lines, don't suddenly switch to a light and flowing collection of curves. Of course, this doesn't apply to every drawing, but it should be seen as a general rule of thumb in most cases.

The most important thing of all is to practice. Practice, practice, practice. You don't have to be staring at a blank sheet of paper or a blank canvas to have it count as practicing. Observe the objects around you, visualize the shapes that it consists of, see the light gradients that would be used to create the drawing. Observation is quite possibly one of the most important aspects of drawing arguable, so try to practice this as much as possible whenever you can and wherever you are.

Conclusion

Having learned how to draw things from lions to airplanes, it's evident that drawing is extremely versatile. Not only in terms of subject area, but in time as well. You don't have to practice for hours at a time; going at your own pace works just as well, so that drawing can become a casual, leisure hobby done in your free time or a staple part of your life. As you learn and develop more in your drawing skill, always remember the basic guidelines for drawing that you first began with. After all, a house must have a strong foundation on which it is built up from the ground. It stands to reason that you must keep in mind the basics of drawing people, animals, and landscapes as well. Realistic drawing consists of variations upon very basic shapes, so as long as you maintain those shapes, you could theoretically draw anything. The level and degree of detail that are built upon thereafter determine the true realism of the drawing.

Of course, there are other forms of art as well, such as abstract, impressionist, or surrealist art. They all have their personal attributes, and it's up to you to decide which you like better or would like to pursue. The history of art has been developing for millennia, and is certain to continue to flourish. It symbolizes a form of expression, and the fact that it has survived for so long proves that people truly do value expression through images. From ancient cave drawings and Egyptian art in tombs to the graffiti street art you see today rampant in urban cities, a love of art is what binds people together universally. All it takes is doing a tour of an art museum to recognize the predominance and changes in art throughout the times, and marvel at the unending strength of appreciation that people have for art.

Drawing with pencil and ink is merely one of the mediums available. There is also painting with watercolor or oil, pastels, graphite, and many other options. You might find that you like one medium better than another, and that's perfectly fine. Drawing is a good place to begin from for beginners since it's the most utilitarian and accessible to the average Joe, since paper and pencil is easier to get a hold of than easels and tubes of paint. If you find that you enjoy

drawing, don't limit yourself to merely one form! Try to branch out and invest in other mediums to see the different depths they can achieve and their textures and feels. For example, the softness and blending available for pastels has a much different appearance than the thick layers of oil paints on a canvas. It might be a bit pricy depending on your financial situation, but it's a good rule of thumb to realize that art products that cost more are generally of better quality. You might be saving a few bucks to buy the cheaper quality paper or art supplies, but the difference in effect it has is worth it most of the time, since some supplies might even be unusable due to flakiness or crumbliness. One of the things this is especially seen in is paper. Using regular, cheap paper means that it changes the texture of the pencil mark, so thicker paper is usually better. If you're just trying out a new medium and are unsure if you enjoy it yet, then it would be a good idea to get a smaller quantity like a sampler amount of the better-quality materials in order to gain a picture of the true essence of the medium. While there might be local art stores, if you live in an area without any good ones, ordering online on sites such as Blick is also a viable option. Amazon and eBay are also cheap options that you can use, but keep in mind that as with any other product, there's no guarantee that they're selling as advertised, so that it's a calculated risk to buy from third-source sellers.

With the technology boom, art has adapted and created a subdivision as art known as digital art. Words such as Photoshop, Sai, and other digital art programs might be familiar to you. Unlike the childhood Paint program, you remember scribbling on as a toddler, these programs are more sophisticated and can create a polish that is difficult to attain with non-digital art. If you find it difficult to get out of the house or easier and more convenient to while away boring hours at work, then these programs might be the answer for you to be able to do art right on your computer as you answer emails or analyze spreadsheets to crunch numbers. There are many more options for art beyond digital art, and all you have to do is go out and find them!

Overall, realize that as long as you pour time into anything, it will prove to be immeasurably rewarding in the end. So why not drawing? The keen observational skills required will lead you to be able to see the world in a way different than anyone else. Even if you might have had a busy or stressful day,

you can feel all of that stress melt away with the quiet tranquillity and patience necessary for drawing. It's so variable that it can be a quick 10 minute sketch for a brief respite, or an hours-long event once every Sunday for some alone time. It's up to you to decide how much you want to dedicate yourself to drawing. All it asks of you is time, and in return you can create pictures that will last forever. You can hang these up around the house or it can substitute for a meaningful and thoughtful gift in a pinch over some generic, store bought gift card or whatnot. Drawing is an act of pure creation, and it can effectively convey your emotions to someone in a way far more personalized and intimate than words sometimes can.

Additionally, scientific research has shown that the brain's division into a right and left side divide concrete subjects such as math and science and more abstract, humanities-based subjects such as art. If you remain working on one subject for hours on end, do you feel as if your brain is growing tired and less effective the longer you work? If that happens, it's likely that people have said that it would be the perfect time for you to take a break and go for a walk to clear your mind. Another option is to switch to a subject that the opposing side of the brain works on, so that you are still being productive and resting the worked side of your brain at the same time. Drawing is a relaxing activity such as music that is easily incorporable into your daily life, and can have an enriching quality at the same time.

While it might be frustrating at first when you're following these step-by-step instructions, and having your finished product turning out nothing like the example, realize that it happens to everyone. Often there are just a couple of minor differences in line placements, a curve here or there that can be easily fixed. Remember that the more you keep at it, the more experienced you will become at it. After all, if you have an unused muscle, you can't expect to be able to lift fifty pounds suddenly. It takes months of working out at the gym and eating right to gain muscle. Drawing is the same way. You're exercising a part of your brain, an unused skill that has thus far gone practically unnurtured. It's like an atrophied muscle, but as long as you keep on trying, it is bound to improve. Don't be afraid to ask for help! No one starts out as perfect at anything; everyone has to work hard to improve and become to where they are today. I hope that this guide truly helped you in developing an

interest or at least a newfound appreciation of drawing and seeing its role in modern society. While it's not for everyone, art truly has the ability to change people, no matter race, class or gender. I believe that art is something that is truly universal and accessible to anyone. You don't have to be a rich socialite to go to art galleries or museums like the Metropolitan. As long as something in art appeals to you, whether it be the rich spectrum of colors or the unique techniques some artists employ, then you should cultivate that interest.

As you graduate from the lessons taught in this book to more advanced techniques and topics, remember that art is a dynamic form. It never truly stops growing, and the sky's the limit. Learning how to draw is a lifelong journey, one that I absolutely believe will prove to be meaningful, fulfilling, and enriching. There might be struggles and frustrations at times, but realize that there is always another side once you overcome it. If you have read this entire book, then I have no doubts that you have a willingness to learn the art of drawing, and that you are completely capable of progressing further to become a great artist. As you expand your drawing horizons, I wish you the best of luck. Congratulations on taking your first step into a new life.

Thank you for reading my book!

**If you enjoy it, would you mind taking a few
seconds to leave a review in your favorite
retailer or platform!?**

Gary Phillips

HOW TO DRAW

**An Amazing Step By Step Drawing
Guide for Absolute Beginners**

